

IN THE CLAIMS

1. (currently amended) An information processing editing apparatus for allowing an editor to ~~creating~~ create scenes from content information according to a predetermined specification, the content information defining one or more shared scenes that can be shared among a plurality of scenes, said information processing editing apparatus comprising:

a shared-scene processing module operable to define shared scenes, said shared scenes being virtual scenes usable as scenes common to a plurality of scenes and including one or more shared objects sharable among the scenes in accordance with the predetermined specification;

a shared-scene creation module operable to create said shared scenes;

a scene creation module operable to enable the editor to select individual and multiple ~~set one or more~~ specific shared scenes to be used for creating each of the scenes, said specific shared scenes being selected from said shared scenes created by said shared-scene creation module;

an application creation module operable to describe control information based on said specific shared scenes set by the editor via said scene creation module; and

an output control module for converting said control information into shared object control information for forming the scenes created by said scene creation module based on said shared objects in accordance with said predetermined specification.

2. (currently amended) An information processing editing apparatus according to claim 1, wherein said scene creation module further specifies an order of superposition of a plurality of said specific shared scenes; and

said application creation module further describes said control information for controlling an order of

superposition of said shared objects used for each of the scenes as a state of utilization of shared objects in each of the scenes in accordance with said order of superposition of said specific shared scenes.

3. (currently amended) An information editing processing apparatus for allowing an editor to create scenes from shared scenes from ~~creating~~ content information including a scene according to a predetermined specification, comprising:

a shared-scene definer operable to define shared scenes, said shared scenes being virtual scenes usable as scenes common to a plurality of scenes and including at least one shared object sharable among the plurality of scenes in accordance with the predetermined specification;

a shared-scene creator operable to create a plurality of said shared scenes according to said shared-scene definer;

a shared-scene setter operable to ~~set one or more~~ enable the editor to select individual and multiple specific shared scenes from said plurality of shared scenes, said specific shared scenes being used by said plurality of scenes for the content information;

a describer operable to describe control information based on said specific shared scenes set by the editor via said shared-scene setter; and

a converter operable to convert said control information into shared object control information for forming the scenes created by said shared-scene setter based on said at least one shared object in accordance with said predetermined specification.

4. (cancelled)

5. (previously presented) A method according to claim 9, further comprising controlling utilization of the at least one shared object in each of the plurality of scenes based upon the predetermined specification and the specific shared scenes.

6. (previously presented) A method according to claim 5, further comprising:

specifying an order of superposition of a plurality of the specific shared scenes; and

describing the control information to control an order of superposition of the shared objects based upon the order of superposition of the plurality of the specific shared scenes.

7. (currently amended) An information editing processing apparatus for allowing an editor to ~~creating~~create scenes from content information according to a predetermined specification, said content information defining shared scenes that can be shared among a plurality of scenes, said information processing editing apparatus comprising:

shared-scene definition means for defining shared scenes, said shared scenes being virtual scenes usable as scenes common to a plurality of scenes and including at least one shared object sharable among the scenes in accordance with said predetermined specification;

shared-scene creating means for creating said shared scenes;

shared-scene setting means for enabling the editor to select individual and multiple ~~setting one or more~~ specific shared scenes to be used for each of the scenes, said specific shared scenes being selected from said shared scenes created by said shared-scene creation means;

control-information description means for describing control information based on said specific shared scenes set by the editor via said shared-scene setting means; and

converting means for converting said control information into shared object control information for forming the scenes created by said shared-scene setting means based on said shared objects in accordance with said predetermined specification.

8. (currently amended) An information processing editing apparatus for allowing an editor to create scenes from ~~creating~~ broadcast content information according to a data broadcasting specification, said broadcast content information defining shared scenes that can be shared among a plurality of scenes, said information processing apparatus comprising:

shared-scene definition means for defining shared scenes, said shared scenes being virtual scenes usable as scenes common to a plurality of scenes and including at least one shared object sharable among the scenes in accordance with said data broadcasting specification;

shared-scene creating means for creating said shared scenes defined by said shared-scene definition means;

shared-scene setting means for enabling the editor to select individual and multiple ~~setting one or more~~ specific shared scenes to be used for each of the scenes, said specific shared scenes being selected from said shared scenes created by said shared-scene creation means;

control-information description means for describing control information based on said specific shared scenes set by the editor via said shared-scene setting means; and

converting means for converting said control information into shared object control information for forming the scenes created by said shared-scene setting means based on said shared objects in accordance with said data broadcasting specification.

9. (currently amended) A computer-implemented method for allowing an editor to ~~creating~~ create scenes from shared scenes from content information according to a predetermined specification, the content information defining shared scenes that can be shared among a plurality of scenes, comprising:

defining shared scenes usable as scenes common to a plurality of scenes, the shared scenes including at least one

shared object sharable among the scenes in accordance with the predetermined specification;

setting ~~one or more~~ individual and multiple specific shared scenes by the editor to be used for each of the scenes, the specific shared scenes being selected from the shared scenes;

describing control information based on said specific shared scenes set by the editor; and

converting the control information into shared object control information for forming the scenes based on the shared objects in accordance with the predetermined specification.

10. (currently amended) A computer-implemented method for allowing an editor to ~~creating~~ create scenes from shared scenes from content information according to a data broadcasting specification, the content information defining shared scenes that can be shared among a plurality of scenes, comprising:

defining shared scenes usable as scenes common to a plurality of scenes, the shared scenes including at least one shared object sharable among the scenes in accordance with the data broadcasting specification;

setting ~~one or more~~ individual and multiple specific shared scenes to be used for each of the scenes, the specific shared scenes being selected from the shared scenes;

describing control information based on said specific shared scenes set by the editor; and

converting the control information into shared object control information for forming the scenes based on the shared objects in accordance with the data broadcasting specification.

11. (currently amended) A memory device for storing instructions for operating a computer to allow an editor to create scenes from shared scenes from content information according to a predetermined specification, the content information defining shared scenes that can be shared among a

plurality of scenes, the instructions comprising instructions for:

defining shared scenes usable as scenes common to a plurality of scenes, the shared scenes including at least one shared object sharable among the scenes in accordance with the predetermined specification;

setting ~~one or more~~ individual and multiple specific shared scenes to be used for each of the scenes, the specific shared scenes being selected from the shared scenes set by the editor;

describing control information based on said specific shared scenes; and

converting the control information into shared object control information for forming the scenes based on the shared objects in accordance with the predetermined specification.